

## **Team Activity: Game Design**

Get together in your team channel. Create a shared document to work with. Building on the discussion that started last class, start filling out the game design document for your final game project. Submit your document by committing it to the Documents folder in your repo as design\_doc\_v1.

As before, answer the questions with a short paragraph or longer bullet list as appropriate (and embed images for the screenshot sketches).

### **High level: Objectives & conflicts**

- 1) What is the player's goal, and what do they need to do to achieve it?
  - Explore the dungeon
  - Obtain the loot
  - Hide from enemies
  - Kill enemies with specific items
  - Survive as far down the dungeon as you can go
  - Randomized bosses at the last floor
  - Ending varies depending on choices made during playthrough
  - Choices are dependent on items taken
- 2) What are the most significant obstacles/conflicts to the player succeeding?
  - Light sources which maintain sanity
  - Enemies that want to kill the player
  - Limiting uses of weapons for self-defense
  - Increasing levels of difficulty going down into farther rooms
  - Possible boss enemies
  - Deciding the risk/reward of taking potentially dangerous loot
  - Limited flashlight/phone battery
  - Certain buffs may be taken that remove from possible endings, making a better/worse ending depending on what was taken or sacrificed

### **More specific: The key system dynamics**

- 3) What is the most important player action? The most common?
  - Running, hiding, looking for light sources
  - Running to the end of the dungeon
  - Choosing which items to take, balance 'karma' with potential risk
  - Twitch chat interface which interacts with the player
- 4) Under what different circumstances does the player perform that action?
  - Varied maps
  - Varied enemies

- Varied items to change the experience from run to run
- Varied Twitch chat experiences
- Varied weapons from which to fight back with

- 5) How does the environment respond to that action, and what are the possible outcomes?
- Monsters will chase the player if they are seen
  - Standing too long in darkness decreases the player's sanity and increases the chance they will see monsters that aren't real
  - Using weapons on enemies consumes charges of that weapon and may break
  - Items may be used to create more light, restore sanity, give clues about the map or run/kill enemies
    - Powerful items may have a negative karma attached to them, which may change the endings

### **Commit to a specific idea**

- 6) List 2-3 player experiences that will make the game fun and interesting. Be specific and player- focused!
- Explore procedural dungeons with new ideas at every turn!
  - Discover new items with untold secrets! Be wary, though; some items may affect your endings! This will hopefully make the difficulty change dynamically and add replayability.
  - Find and hide from different the monster/monsters on every level!
  - Feel the fear of being alone in the dark!
  - Get to the end of the game and discover the secret of the spire!
- 7) Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 6. Pay attention to what information is on screen (environment or UI elements).

Explore varied procedurally generated levels!

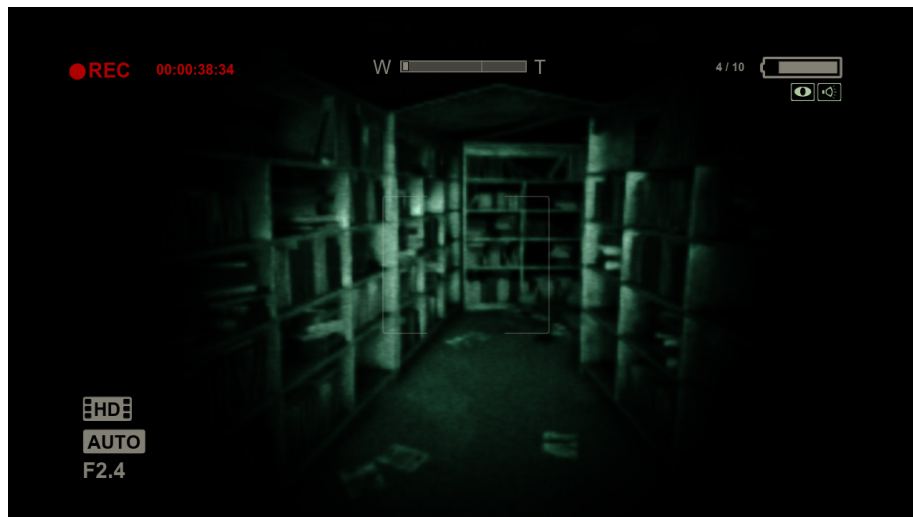


**HINT**

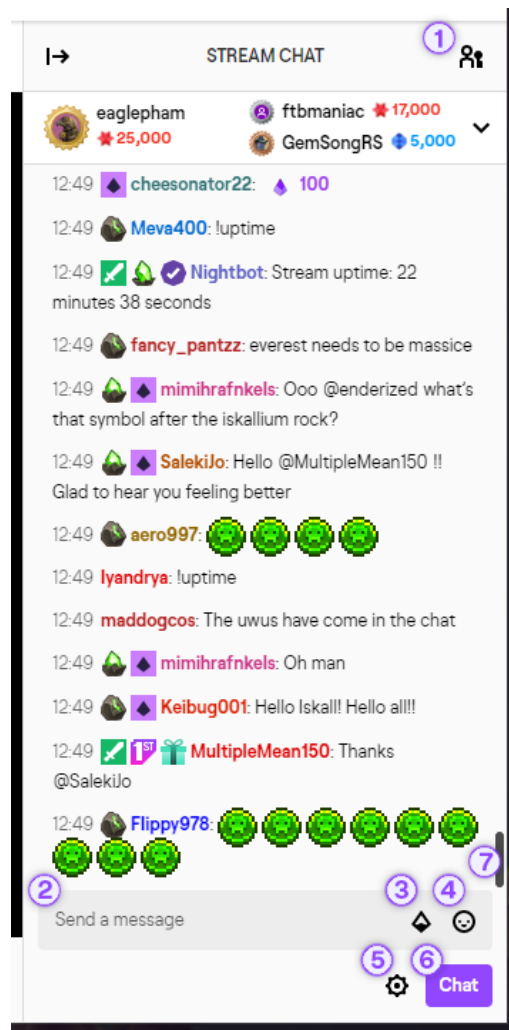
Witnessing unsettling events will reduce your sanity. It can be increased by completing puzzles and making progress.

A screenshot from the video game Resident Evil 4. It depicts a grotesque, zombie-like enemy standing on a wooden staircase. The enemy has a pale, decaying body and a menacing expression. The environment is dark and atmospheric, with rocky terrain and a bright light source on the left, possibly a fire or a lantern, casting a glow on the scene. The perspective is from a first-person viewpoint, looking down the stairs at the enemy.

Take care not to run out of battery!



Interact with Twitch chat during gameplay, as they may provide clues/warnings!



8) Write a 1-2 paragraph description that “sells” this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose.

A cave that only goes down. Cut off from the world above, you have no choice but to continue down this spiral horror you found yourself in. With no service to speak of, your phone is but a glorified lightmaker as you tunnel your way into these crafter catacombs. Take heed, however; you are not alone.

As you crawl deeper down the spire, more and more you realize the home you find yourself in was not made for mortal eyes. Take that limited light, and scavenge whatever you can in the depths to survive, and most importantly, don't get caught by whatever it is lurks beside you.

Spend too much time in the dark, and you'll become a part of it.